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FIFA 96 SOCCER

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

EA SPORTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

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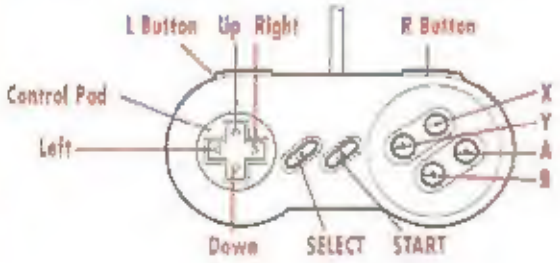
STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
   WARNING: Never try to insert or remove a game pak when the power is ON.
2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.

   If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
4. Turn ON the power switch. The EA SPORTS™ logo appears. If you don't see it, begin again at step **1**.

CONTROL SUMMARY



KICK OFF

Kick	**A**, **B**, **X**, or **Y**

WITHOUT THE BALL

Sliding Tackle	Press **Y**. (In professional mode, any time. In semi-pro mode, only when within proper range.)
Switch Player	Press **B** to switch to player nearest ball.
Push	Press **L-Button** to push opponent.
Speed-up	Press **X**.
Celebration Sound Effects	Press **Y**, **B**, or **A** to play different sound effects.

PROFESSIONAL MODE: OFFENSE WITH THE BALL ON THE GROUND

- Control Pad to control the direction of the player with the ball.

Pass	Press **B**. Hold for more power.
Shot	Press **A**. Hold for more power.
Give & Go	Press **B** + the **R** button to pass to a teammate. Then press the **R** button for a return pass. Hold for more power.
Aftertouch	Control Pad ⇔ immediately after a shot for aftertouch effects on passing, lobs, and shooting.
Fast Dribble	Press **X**. This increases the speed of the player and the distance between the player and the ball.

SEMI-PRO MODE: OFFENSE WITH THE BALL ON THE GROUND

- Control Pad to control direction of the player on the ball.

Pass	Press **B**.
Shot	Press **A**. Note: The computer assists the player by automatically choosing the best type of shot.
Give & Go	Press **R** button to pass to a teammate. Then press **R** button for a return pass.
Aftertouch	Control Pad ⇔ immediately after a shot for aftertouch effects on passing, lobs, and shooting.

PROFESSIONAL MODE: BALL IN THE AIR

Header	Press **X**. Hold for more power.
Diving Header	Press **B**. Hold for more power.
Kick & One-Timer	Press **A**. This allows the pass receiver to immediately shoot.
Bicycle Kick	Press **Y**. Hold for more power.

GOALKEEPER

With Ball

Throw	Press **B**.
Kick	Press **A**.

Without Ball

Dive or Tackle	Press **B**. + Control Pad ⇔

Penalty Kick

Change Play	Press **Y**.
Run Play	Press **A**.

FREE KICK, GOAL KICK, OR CORNER KICK

Lob	Press **Y** to lob the ball over defenders.
Pass	Press **B**.
Shoot	Press **A**.

Throw-in

Toggle Player	Press **Y** to toggle between thrower and receiver.
Throw	Press **B**.

INSTANT REPLAY

Play	Press **B**.
Fast Forward	Press **Y** + Control Pad ⇨.
Fast Rewind	Press **Y** + Control Pad ⇦.
Flip	Press **A**.

INTRODUCTION: A WORLD OF SOCCER

From the slums of Sao Paulo to the suburbs of Stuttgart you see them, groups of children playing soccer, a pile of discarded clothes for goal posts, a tin can or tennis ball in place of stitched leather. At this level at least, the game is universal. It doesn't require expensive equipment to fall in love with Association Football, just the desire to play. Make no mistake, its from this youthful melee of flying feet and flailing arms that the next Pele or Maradona, Charlton, or Cruyff will emerge.

Almost every nation on Earth now competes at international level, and soccer is far and away the planet's most played and watched sport. This wasn't the case back in 1904 when the Fédération Internationale de Football Association (FIFA) was formed. The seven founder members were all European: Belgium, Denmark, France, Holland, Spain, Sweden, and Switzerland. It took another two years for the British to get wise and join the Association, although the first President of FIFA, D.B. Woolfall, was British.

Reflecting the diversity of teams and the worldwide interest in Association Football, FIFA Soccer 96 contains accurate team line-ups and player attributes for over 60 FIFA world teams. Cameroon burst onto the world stage with exciting performances at Italia '90, and *FIFA Soccer 96* reflects the emergence of African teams as powerful footballing nations. Pitch the skills of Cameroon against any of the more renowned footballing nations, such as Holland, Germany and Brazil. They are all here, in the soccer sim that brings the game stunningly to life, as only an EA SPORTS™ game can.

SETTING UP MULTI-PLAYER GAMES

Up to five friends can join in a game of EA SPORTS *FIFA Soccer 96*. You need the Multi-Player Adapter and a controller for each player.

- Plug a controller into Controller Socket 1 and plug the Multi-Player Adapter into Controller Socket 2 on the front of your Super NES.
- Push the small black switch on the front of the Multi-Player Adapter marked **Select 2P <—> 3-5P** left to the 3-5P position.
- Player 1 uses the controller plugged into Controller Socket 1. Players 2 through 5 use the controllers plugged into the Multi-Player Adapter.

Caution: The Multi-Player Adapter is not designed for use with the Super NES Super Scope or the Super NES mouse.

TEAMS

The national teams in EA SPORTS FIFA Soccer 96 are: Algeria, Argentina, Australia, Austria, Belgium, Bolivia, Brazil, Bulgaria, Cameroon, Canada, Chile, China, Colombia, Costa Rica, Croatia, Czech Rep., Denmark, Egypt, England, Finland, France, Germany, Ghana, Greece, Hong Kong, Hungary, Iceland, Israel, Italy, Ivory Coast, Japan, Luxembourg, Mexico, Morocco, N. Ireland, Netherlands, New Zealand, Nigeria, Norway, Peru, Poland, Portugal, Rep. Ireland, Romania, Russia, Saudi Arabia, Scotland, Singapore, South Africa, South Korea, Spain, Sweden, Switzerland, Turkey, USA, Ukraine, Uruguay, Wales, and Zambia.

FIFA SOCCER

LEAGUES

EA SPORTS FIFA Soccer 96 now includes 12 world class leagues including: World, English, American, Brazilian, Italian, French, Spanish, German, Dutch, Malaysian, Scottish, and Swedish.

GAME SETUP

When the game begins, the Game Setup screen appears. Choose Game Options and the kind of match you want from this screen.

- To highlight an option, Control Pad ⇕.
- To select the highlighted option, press **B**.

Friendly: A one-time game between the two teams of your choice. This is the default mode.

Leagues: Choose up to eight teams to play one another for the League Championship.

Tournaments: Choose 1-8 teams to play in a Tournament. The teams with the best Tournament record go into a Playoffs series to determine the Tournament championship.

Playoffs: Choose 1-8 teams for a Playoff series. Go straight to the Playoffs without playing Tournament games first.

Practice: Try out all of the moves and combinations. You choose the level of opposition.

Options: Go to Game Options menu to set Half Length, Game Type, Field Conditions, etc. (See the *Game Options* section immediately following.)

GAME OPTIONS

Some options can be changed only from the Game Setup screen before Friendly, League, Tournament, or Playoffs competition begins.

1. To set Game Options from the Game Setup screen, Control Pad ↑ to highlight OPTIONS and press **B**. The Options screen appears.
2. To select an option, Control Pad ⇳ to highlight it. To change a Game Option, Control Pad ⇔.
3. To leave the Game Options screen, press **START**.

OPTION DESCRIPTIONS

- Default options are listed in bold.
- To reset original defaults, press and hold **A**, **X**, **B**, **Y**, **START**, and, **SELECT** while you reset your Super NES.

Language: **ENGLISH**, GERMAN, FRENCH, SPANISH, SWEDISH, and ITALIAN.

Skill: **SEMI-PRO** or PRO MODE.

Half Length: (In minutes) 2, 4, 6, 8, 10, 20, or 45. This option can be changed only from the Game Set-up screen.

Goal Keepers: **COMPUTER** or MANUAL. With Manual goalies you control the keeper yourself. This can be difficult before you become familiar with the game, so its a good idea to use computer control until you are more proficient at *FIFA Soccer 96*.

Fouls: NORMAL, **OFF**, or NO BOOKINGS.

Injuries: ON or **OFF**. (When on, players can be injured).

Offsides: ON (offsides rule is in effect) or **OFF** (offsides rule is waived). See the *Offsides* section on p. 25 for an explanation on this rule. Offsides can be turned on or off only from the Game Set-up screen.

Passing Arrows: **ON** or OFF. When ON, off-screen teammates have an arrow pointing toward them.

Power Circle: **ON** or OFF. Allows you to see the amount of power being applied to a shot.

Player Numbers: **ON** or OFF. Displays each player's jersey number.

Clock: **CONTINUOUS** or OUT OF PLAY. In Continuous mode, the clock keeps going even when the ball is out of play. However, to prevent intentional time wasting by players, the ref adds on any time wasted over free kicks and throw ins. Out of Play mode means that the clock stops when the ball is out of play. This option can be changed only from the Game Set-up screen.
Note: The clock starts only after the kick off.

Time Display: **ON** (shows the time remaining) or OFF (timer is not displayed).

Sound: OFF, MUSIC ONLY, SFX ONLY, **MUSIC AND SFX**.

Pitch Texture: **CHECKERED**, HORIZONTAL, or VERTICAL. Displays the cut of the grass on the field.

Erase League: YES or **NO**. Erases a saved game.

Erase Tournament: YES or **NO**. Erases a saved tournament.

SELECT TEAMS

- To select your league, Control Pad ⇔.
- To select your team, Control ⇳ to highlight the team.
- To scroll through the list of teams, Control Pad ⇔.
- To select the team for the other side, press **A**.
- When finished, press **B** to go to Controller Set-up.

PLAYER SELECT

From the Player Select screen, decide who controls which team and whether a team will be controlled by one player or by multiple players.

CONTROLLER SETUP

Controller #1 always defaults to Team 1 on the Control Setup screen, represented by the controller icon under Team 1. If there are two or more controllers plugged into the Super NES, a controller icon appears in the center of the screen for each controller. The icon for controller 2 is at the top of the stack, and the icon for controller 5 is at the bottom.

- Press each Control Pad ⇔ to move its controller icon beneath a team. If a controller icon remains in the center of the screen, it is inactive at the start of the game. If no controller icons are assigned to the teams, the computer controls both teams during the game. However, a controller can be reassigned to a different team or to a neutral position during a game.

- Once all the controllers have been assigned to a team (or left in a neutral position), press **START** to go to the Pregame Options screen.

BEGINNING A GAME

Press **START** to begin the game after you finished changing any options.

PREGAME SCREEN

The Pregame screen appears before a game begins. From this screen, you can select your team's coverage, strategy, formation, starting line, and other options.

- To configure your team, Control Pad ⇳ to move the yellow highlight through the list of options; when the option you want is highlighted, press **B**.
- To go straight to the field and play with default settings, press **START**.

CONTROLLERS

Using this option, you can change the Control Setup and Control Method you chose earlier. (See *Control Setup* on p. 10.) You can also change which team you control during a game.

TEAM COVERAGE

Use this option to adjust the range of your players' field coverage.

- Control Pad ⇳ to highlight Defense, Midfield, or Attack.

- Control Pad ⇔ to adjust the length of the arrow on the field. The Midfield arrow can be extended in either direction, toward defense and attack.

The further your defenders push up field, the more likely you are to find yourself under-manned on defense when the opposition counter-attacks.

If you leave the midfield players grouped in the center of the field, it's hard for them to link with defenders and attacking players. If you spread them too thin, they're likely to be overrun.

The area of field covered by your forward players depends to a large extent on the chosen strategy. (See *Team Strategy* on p. 12.) If you're playing LONG BALL it's all right to leave them camped well inside the opposition half, but choose DEFEND and they need to drop back.

- When you've adjusted Team Coverage, press **START** to return to the Pregame screen.

TEAM STRATEGY

Use this option to select a strategy for your team.

- Control Pad ⇕ ⇔ to scroll through the available strategies. Diagrams on the field change to illustrate each strategy.

NONE: The computer automatically selects a strategy for you, and changes it when appropriate.

LONG BALL: From defense the ball is punted upfield, with midfield and attacking players racing up to meet it. Often referred to as Route 1, this strategy is simple, direct, and works best when you have tall center-forwards who are good headers of the ball. Soccer purists, however, would say that it lacks the finesse of skillful passing play.

ALL OUT DEFEND: Players are kept behind the ball in an attempt to fend off the opposition by sheer weight of numbers. Choose this if you expect a real hammering from the opposition forwards, or in the dying moments of a match when you're defending a narrow lead.

ATTACK: An open strategy designed to maximize shots on goal, with defenders pushing up and midfield players supporting the front men.

DEFEND: A tight strategy that keeps midfielders in and around your own half of the field to form an extra defensive barrier.

ALL OUT ATTACK: Everyone pushes forward into the opposition half, giving little thought to preventing goals. Use when time is running out and defeat would otherwise be inevitable.

- To choose a strategy, highlight the strategy of your choice and press **START**. You return to the Pregame screen.

TEAM FORMATION

Use this option to adjust the positioning of your players on the field. The yellow **X**'s on the field mark player positions. Note that different teams have different default formations.

- Control Pad ⇕ ⇔ to scroll through the available formations. Diagrams on the field illustrate each formation.

3-5-2: The well-manned midfield controls the ball before the 3-man defense is threatened, feeding it to the forwards.

4-4-2: A well-balanced, although conventional formation, solid in both defense and midfield, but requiring a good understanding between the two center-forwards if goals are to result.

Sweeper: An extra man at the back plays in a freer defensive role. He's the last line of defense when the men in front have been beaten, but he can also push up into midfield and sweep the ball forward.

4-2-4: Although weakened in midfield, the four forwards are expected to overwhelm any unwary opposition defense. Especially effective in conjunction with Attack strategies.

4-3-3: Another well-balanced formation, this adds to the attacking options of 4-4-2, although there is a subsequent weakening of the midfield.

- To choose a formation, highlight the formation of your choice and press **START**. The Pregame screen or Pause screen reappears.

STARTING LINE

Use this Option to adjust your lineup. Players' positions are designated on this screen by single letters: F=Forward, G=Goalie, D=Defenseman, M=Midfielder. Note that a goalie can be replaced only by another goalie.

1. Control Pad ⇕ to move the highlight through the squad list. When the name of the player you want to pull from the game is highlighted, press **A** to select him.

2. Control Pad ⇕ to highlight the player you want to send into the game as a substitute. Control Pad ⇔ to check his Skill Ratings. (See Skill Ratings on p. 21 for more info.) When you have chosen a substitute, press **A**. A SWAPPED message confirms that the substitution is made.

- To Cancel a Substitution and choose another player, press **B**.
- To leave the Substitution screen, press **START**.

EA TIP If a player has been sent off the field for a flagrant foul, use the Substitutions option to reposition the remaining players to try to plug the gap left by his exit.

OPTIONS

Use this option to change the Game option you selected earlier. (See the *Game Options* section on p. 8 for option descriptions.)

ON THE FIELD

When you're satisfied with your team configuration, press **START**.

The Kick Off

- To kick off and get the game underway, or to restart following a goal and after half time, press **A** or **B**. Control Pad any direction to direct the pass.

EA TIP Defending players are not allowed into the center circle until the ball has been kicked off.

CONTROLLING THE PLAYERS

Players control the player on the field who is marked by a colored circle:

Player Number	Player Color
Player 2	Red
Player 3	Blue
Player 4	Purple
Player 5	Black

When the controlled player is not on-screen, an arrow appears and points in his direction. To bring him back on-screen, Control Pad in the direction opposite of the arrow.

- To switch between players, press **B**. The circle moves to a teammate nearest to the ball.
- To direct the movements of a highlighted player, Control Pad in the direction you want the player to go.

See *Control Summary* on p. 2 for more information about Controlling Players.

POWER CIRCLE

Being able to control how much power is used when moving the ball is important. For instance, the more force that's used on a shot on the net, the less accurate the shot will be. To see how much power is used for lobs, shots, kicks, throw ins, or corner kicks, check the Power Circle. The goalie can also refer to the Power Circle to decide how hard to kick in the ball.

The Power Circle appears when a controlled player kicks or throws the ball. The Power Circle does not appear for a computer-controlled player.

- To build up power when one of your players is in possession of the ball, press and hold **A**. The Power Circle will build up from the center of the circle surrounding your player. When the circle is completely full, the player is ready to deliver the most powerful kick.

LEAGUE GAMES

- To start your own league, choose LEAGUES from the Game Setup screen.

A League is a group of up to eight teams selected from the member teams of a specific league. Teams in a League play each other twice to determine the League championship. The championship is decided on the basis of points awarded. Wins count as two points and ties count as one. No points are awarded for losses. The team with the most points at the end wins the championship.

Select League Teams:

1. On the Team Selection Screen, Control Pad ⇔ to scroll through the list of international leagues. Each league is represented by its own flag in the shape of the country.
- When the league you want appears, press **B**.
2. To scroll through the teams, Control Pad ⇔.
- The scouting report for each team is shown on the left side of the screen.
- When the team you want appears, press **A** to add the team to your League.
- To delete a team, press **B**.
- To add more teams, keep on pressing **A**.
3. When you have chosen all the teams you want, press **START** to go to the League Standings screen. (See *League Standings* below.) Press **START** again to go to the Player Select screen.
4. From the Player Select screen, press **START** to go to the Pregame screen.

The teams you select for your league are numbered from 1 up to 8. If you pick fewer than eight teams, the remaining league slots are filled with teams chosen at random. These teams are not numbered. You play only numbered teams' games.

LEAGUE STANDINGS

The League Standings screen appears before the first League game and between matches. It shows the teams' current won-lost-tied records and total points. The yellow highlighted area shows the next two teams to face each other.

TOURNAMENT MATCHES

World Tournament

The World tournament begins with twenty-four teams equally divided into six regions. Each team plays every other team in their region once. The two top teams from each region advance on to the playoffs.

Domestic Tournament

The teams you select for your domestic tournament are numbered from 1 up to 8. If you pick fewer than eight teams, the remaining league slots are filled with teams chosen at random. These teams are not numbered. You play only numbered teams' games.

TOURNAMENT TEAM SELECTION

Tournament and team selections are made in the same manner as League and team selections. (See *Select League Teams* on p. 17)

Note: [illegible] selection.

- When you have chosen all the teams you want, press **START** to go to the Tournament Standings screen. Press **START** again to go to the Player Select screen.
- From the Player Select screen, press **START** to go to the Pregame screen.

PLAYOFFS

Playoffs are the elimination stage of a tournament. One loss eliminates a team. In Tournament mode, they come at the end of a Tournament, but in Playoff mode, you skip the Tournament stage and go straight to the Playoffs.

Playoff Team Selection

Playoff and team selections are made in the same manner as League and team selections. (See *Select League Teams* on p. 17)

PLAYOFF TREE

After you have chosen your Playoff team(s), or after you have played through a Tournament to the Playoffs, the Playoff Tree appears. Playoffs are arranged in four rounds; teams that win one round advance to the next. Your teams are placed randomly in the first playoff round. If you are playing Playoff mode only, your teams are numbered from 1–8; if you are playing Playoffs at the conclusion of a Tournament, they are numbered as they were in the Tournament.

- To see the entire Playoff Tree, Control Pad ⇔. The two teams involved in the first game are highlighted.
- To leave the Playoff Tree and go to the Player Select Screen, press **START**.

PRACTICE

Practice different moves with a varying level of opposition. The scenarios available are Corner Kick, Penalty Kick, Goal Kick, Throw In, Passing, and Shoot-out.

Level of Opposition

- To highlight Level, Control Pad ⇕
- To adjust Level, Control Pad ⇔. The choices are MINIMAL, AVERAGE, and FULL.

Practice Scenario

To choose a practice scenario, Control Pad ⇕. When you have selected your practice scenario, press **B** to go to the Team Select Screen.

RESTORE

Once you have completed and saved at least one game, the option to continue will automatically appear in the Game Setup menu.

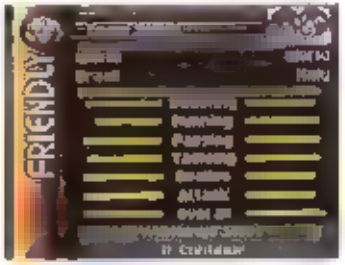
SAVE

After completing a League, Playoff, or Tournament game, the Save Game option will appear on the Select screen.

- To save your game, highlight the Save Game option, and press **Y**.

SKILL RATINGS

TEAM SKILL RATINGS



Team skill ratings appear on the team selection screen, and each skill level is represented by a gold bar. The longer the gold bar for a given category, the higher the team's skill rating in that aspect of their play. The six skills rated are Shooting, Running, Passing, Tackling, Goaltending, and Attacking. There is also a final Overall rating.

PLAYER SKILL RATINGS

Players' skills are rated on a **0-99** scale in 14 skill categories on the Starting Line and Substitutions screens (See *Starting Line* section on p. 14). The Skills Rated are: Skill, Speed, Reaction, Ball Control, Shot Power, Shot Accuracy, Agility, Bicycles, Headers, Fitness, Passing, Aggression, Acceleration, and Awareness.

PAUSING THE GAME

- To pause the game at any time during play, press **START**.

When the game is paused, the Paused Game screen appears. From this screen, you can view an instant replay, change the Control Setup, Options, Team Coverage, Team Strategy, and Team Formation; make Substitutions; view Game Stats, Score Summary, and Foul Summary; or Quit. (See *Pregame Screen* on p. 11 for explanations of these options.)

PAUSE SCREEN

The Pause screen is similar to the Pregame Configuration screen, and you can use it to change many of the same options.

- To select an option from the Pause screen, Control Pad ⇕ to move the highlight beside the option you want and press **A**.
- To return to the field from the Game Configuration screen, use the Resume Game option (described below) or press **START**.

RESUME GAME

Resume Game returns you to the game at the point where it was paused; any configuration changes you made while the game was paused come into effect when the game is resumed.

- You can also return to the field by pressing **START**.

INSTANT REPLAY

Instant Replay replays (instantly) the past 10 seconds of the game in a variety of speeds and modes-forward or backward. When you select INSTANT REPLAY, a controller icon appears on screen. As shown on this icon, the controller buttons control replay functions as follows:

- To rewind or advance the action, press and hold **Y**, and Control Pad ⇔.
- To replay the action at normal speed, press **B**. The replay will play through until you press **B** again or it reaches its completion.
- To flip the screen and watch the replay from the reverse angle, press **A**.

FIFA SOCCER

CONTROLLERS

See *Control Setup* on p. 10 for instructions.

TEAM COVERAGE

See *Team Coverage* on p. 11 for instructions.

TEAM STRATEGY

See *Team Strategy* on p. 12 for instructions.

TEAM FORMATION

See *Team Formation* on p. 13 for instructions.

SUBSTITUTIONS

See *Starting Line* on p. 14 for instructions.

OPTIONS

See *Game Options* on p. 8 for instructions.

Note: The Half Length and Clock options can not be changed after the game has started.

GAME STATS

The Game Statistics screen gives an up-to-the-minute summary of these stats for both teams: Score, Saves, Shots on Goal, Corner Kicks, Minutes Attacking, Minutes In Midfield, Minutes Defending, and Fouls.

SCORING SUMMARY

The Scoring Summary screen lists the players who scored, the team they scored for, and the time the goal was made.

Note: If more than ten goals are scored in a game, only the last ten scores will be listed.

FOUL SUMMARY

The Foul Summary screen lists all players whose misbehavior has earned either a red or yellow card, along with their team and the time their offense occurred.

QUIT

Ends the current game.

BALL OUT OF PLAY

The ball is out of play when it entirely passes over the touchline or goal line. The referee will whistle to signal it. There are three ways a ball out of play can be put back in play :

Goal Kicks: If an attacking player shoots wide of the goal and none of the defenders touch the ball on its way over the goal line, the ball is automatically placed at the corner of the goalie's box (which side depends on where the ball went out), and the goalie must kick the ball upfield.

- To make the goalie kick the ball upfield without aiming it, press **A** or **B**.
- To aim a kick, press **Y** to call up the target box. Control Pad any direction to place the target box where you want the ball to go. Then press **A** or **B** to kick it.

Note: From a Goal Kick, the ball must at least reach the edge of the penalty area. No other players are allowed into the penalty area until the ball has been cleared.

Corner Kicks: A corner kick takes place if the last player judged to have touched the ball on its way over the goal line was a defender or the goalie. A Corner Kick is taken from within the quarter circle marked around the corner flag (which side depends on where the ball went out). The player taking the kick is chosen automatically.

- Control Pad any direction to place the red target box where you want the ball to go, then press **A** or **B** to kick the ball into the penalty area.

Throw-Ins: Taken from the touchline where the ball went out of play, a throw in is awarded when an opposition player kicks the ball into touch. The player taking the throw is chosen automatically.

- To move the Target Box to the area of the field where you want to throw the ball, Control Pad any direction, then press **A** or **B** to throw it.

Keeper's Ball: When an attack breaks down and the ball is safely in the goalie's hands, it's a Keeper's Ball. Even when goalies are computer-controlled, the player who controls the goalie's team automatically takes control of the goalie and has to get the ball back into play, either by kicking or throwing the ball upfield. Depending on the proximity of the other players, the goalie will either kick or throw the ball.

- To throw or kick, press **B**. Control Pad any direction to direct a throw or kick to a nearby defender.
- To throw or kick using the target box: Press **Y** to call up the target box. Control Pad any direction to move the target box where you want the ball to hit, and then press **B**.

INFRINGEMENTS

OFFSIDES

The Offsides rule is designed to prevent attacking players from "goal hanging" in the hope of getting the ball while the defenders are upfield. It states that there must be defending players between an attacker and the goal when the ball is played to the attacker in the opposition half. This only applies when the attacking player is in a position to interfere with play. A player can't be immediately Offside in his own half of the field, from a Throw-In or a Corner Kick.

When a player is caught Offside the referee signals a free kick, and the Offside icon appears along with the offending player's name. A free kick is then awarded, taken from where the player was caught Offside.

With this option OFF the game is more free-flowing, with fewer free kicks and more scoring opportunities.

Note: When the Offsides option is on, the ref awards a free kick for all Offsides, even if the Fouls option is off.

FREE KICKS

Free kicks are awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and Offsides. (See *Offsides* on p. 25.)

When you win a free kick, the ball is placed where the infringement took place, so there's no chance of gaining a few yards by creeping forward with the ball. A player is automatically designated to take the kick. The human-controlled player closest to the infraction when the whistle is blown takes the free kick.

- Control Pad in the direction you want the kick to travel. Press **B** for a short free kick to a nearby player or **Y** for a lob pass. If you're in range, press **A** for a shot on goal directly from the free kick.

Note: Opposition players must remain 10 yards from the ball until the kick is taken.

PENALTIES

A Penalty is awarded when an offense worthy of a free kick occurs in the penalty area. So a foul by the defender within his own penalty area results in a penalty kick.

Saving a Penalty

The ball is placed on the penalty spot automatically. Only your keeper and the opposition penalty taker are allowed into the penalty area. Outfield players cannot enter until the ball has been kicked. Even with computer goalies, you have to attempt a save.

- To dive as the ball is struck, Control Pad ⇔ and press **B**

Taking a Penalty

- The computer automatically nominates a penalty taker, who stands in the penalty area ready for the kick. Press **B** to change players.
- To shoot, press **A**. Use the Control Pad to direct the ball in the air

When more than one player per team is human-controlled, the player who was fouled gets to take the penalty kick.

Bookings

If the referee considers a foul to be particularly vicious, he is likely to show the guilty player the yellow card. Play stops while the ref takes the player's name.

Repeat offenders generally receive the red card. Play then stops and the offending player is ejected from the game. An ejected player can't be replaced by a sub; so after a team's first ejection, when play resumes it will have only ten men on the field. (It is possible to play with as few as seven men on the field.)

SCORING

To score in *FIFA Soccer 96*, put the ball in the net to break the invisible vertical plane linking the posts, the bar, and the goal line. While the ball does not have to hit the back of the net to score a goal, the whole of the ball must cross the goal line. After the celebration over a goal dies down, the ball is returned to the center circle for a kickoff.

Half Time

When the referee signals the end of the first half, both teams leave the field and the Half Time Report appears. It provides pertinent information about the first half of the ongoing match: Score, Shots On Goal, and Saves.

- To return to the Game Options screen, press **START**.

END OF GAME/FINAL REPORT

When the final whistle blows, the Final Report screen appears. It contains the same information as the Half Time Report-Score, Shots on Goal, and Saves.

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FIFA SOCCER

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